

2024 NCSMLRA Shoot Aggregate Description

Aggregate A: Flintlock Rifle*

One Rifle, Offhand, Open Sights, No Shaders, Patched Round ball

A1 – 6 Bull (8 Ring)	25 yds	5 Shots	Score
A2 – 6 Bull (7 Ring)	50 yds	5 Shots	Score
A3 – 100 yd Target (7 ring)	100 yds	5 Shots	Score

Aggregate B: Percussion Rifle*

One Rifle, Offhand, Open Sights, No Shaders, Patched Round ball,
No Rifled Musket

B1 – 6 Bull (8 Ring)	25 yds	5 Shots	Score
B2 – 6 Bull (7 Ring)	50 yds	5 Shots	Score
B3 – 100 yd Target (7 ring)	100 yds	5 Shots	Score

Aggregate C: N.C. Resident Championship

Flint/Percussion One Rifle, Offhand, Open Sights, No Shaders, Patched
Round ball, **Must be NC resident**

C1 – 6 Bull (8 Ring)	25 yds	5 Shots	Score
C2 – 6 Bull (7 Ring)	50 yds	5 Shots	Score
C3 – 100 yd Target (7 ring)	100 yds	5 Shots	Score

Aggregate D: Unlimited Bench

One Rifle, Any Weight, Any Metallic Sights, Patched Round ball, **NMLRA Rule #5040**

D1 – 6 Bull (8 Ring)	50 yds	5 Shots	Score
D2 – 6 Bull (7 Ring)	50 yds	5 Shots	Score
D3 – 100 yd Target (7 ring)	100 yds	5 Shots	Score

Aggregate E: Flint Smoothbore

No rear sights above plane of barrel, Offhand, No set trigger, No Shaders, Patched Round ball

E1 – 100 yd Target (8 ring)	25 yds	5 Shots	Score
E2 – 100 yd Target (7 ring)	50 yds	5 Shots	Score
E3 – One Bull Buffalo Target	50 yds	5 Shots	Score

Aggregate F: Rifle Musket – As Issued

Offhand, Target may be fired in one or two relays

F1 – 100 yd Target (8 ring)	50 yds	10 Shots	Score
F2 – 100 yd Target (7 ring)	100 yds	10 Shots	Score
F3 – 200 yd Target	100 yds	10 Shots	Score

Aggregate G: Percussion Pistol**

Pistol – Limited Time Fire per NMLRA rules, section #6190

Open to any type of pistol or revolver, Patched Round ball only, **NMLRA Rule #6020**

G1 – 25 yd S/F Target	25 yds	10 Shots	Score
G2 – 25 yd Target	25 yds ¹	10 Shots	Score
G3 – 50 yd S/F Target	50 yds	10 Shots	Score

(1) Limited Time Fire: If a revolver is used in LTF Match, only one chamber at a time can be loaded. (2 strings of 5 rounds, 5 minutes each, starting with loaded pistol)

Aggregate H: As Issued Revolver

NMLRA Rule #6060 applies, Round ball only

H1 – 25 yd S/F Target	25 yds	10 Shots	Score
H2 – 25 yd Target	25 yds ¹	10 Shots	Score
H3 – 50 yd S/F Target	50 yds	10 Shots	Score

(1) Limited Time Fire (10 shots in 1 ten minute string, no more than 5 shots/cylinder, starting w/loaded cylinder)

Aggregate I: Open Revolver (As Issued or Ruger)** Round ball only

I1 – 25 yd S/F Target	25 yds	10 Shots	Score
I2 – 25 yd Target	25 yds ¹	10 Shots	Score
I3 – 25 yd International Target	25 yds ²	10 Shots	Score
I4 - 50 yd S/F Target	50 yds	10 Shots	Score

(1) Limited Time Fire (10 shots in 1 ten minute string, no more than 5 shots/cylinder, starting w/loaded cylinder)

(2) Thirteen (13) shots may be fired, ten (10) highest count

Aggregate J: Flintlock Pistol**

NMLRA Rule #6030 applies, Patched Round ball

J1 – 25 yd S/F Target	25 yds	10 Shots	Score
J2 – 25 yd T/F Target	25 yds ¹	10 Shots	Score
J3 – 50 yd S/F Target	50 yds	10 Shots	Score

(1) Limited Time Fire (2 strings of 5 rounds, 6 minutes each, starting loaded)

Aggregate K: Kentucky Pistol – Flintlock or Percussion NMLRA Rule #6070 applies, Patched Round ball

K1 – 25 yd S/F Target	25 yds	10 Shots	Score
K2 – 25 yd T/F Target	25 yds ¹	10 Shots	Score
K3 – 50 yd S/F Target	50 yds	10 Shots	Score

(1) Limited Time Fire (2 strings of 5 rounds, 6 minutes each for flint or 5 minutes each for percussion, starting loaded)

Aggregate L: Ladies Championship – Flint or Percussion One or two guns, Offhand, Any metallic sights, Patched Round ball

L1 – 6 Bull (8 ring)	25 yds	5 Shots	Score
L2 – 6 Bull (7 ring)	50 yds	5 Shots	Score
L3 – One Bull Buffalo Target	50 yds	5 Shots	Score

Aggregate N: Junior

Juniors under age 16, Any metallic sights, Patched Round ball

N1 – 6 Bull (8 ring)	Offhand 25 yds	5 Shots	Score
N2 – 100 yd Bull (8 ring)	Bench 50 yds	5 Shots	Score
N3 – One Bull Buffalo Target	X-Sticks 50 yds	5 Shots	Score

Aggregate O: Charlie Haffner Hunting – Flint or Percussion

Offhand, Open Sights, No shaders, Patched Round ball, No Sighters, Target must be posted in natural position

O1 – 25 yd Squirrel Target	25 yds	5 Shots	Score
O2 – 50 yd Fox Target	50 yds	5 Shots	Score
O3 – 100 yd Buffalo Target	100 yds	5 Shots	Score

Aggregate P: Buffalo Match

One gun, 14lb limit, X-Sticks, Any Metallic Sight, No scopes, May use either elongated or Round balls

P1 – 2 Bull Buffalo Target ¹	50 yds	5 Shots	Score
P2 – 1 Bull Buffalo Target	100 yds	5 Shots	Score

(1) Two shots at left bull. Three shots at right bull

Aggregate Q: Seniors Match

One gun, Offhand, Men or women, 60 yrs and older, Patched Round ball

Q1 – 6 Bull (7 Ring)	25 yds	5 Shots	Score
Q2 – 2 Bull Buffalo	50 yds	5 Shots	Score
Q3 – 100 yd Target (7 Ring)	100 yds	5 Shots	Score

Aggregate R: Robert H. Hunt Memorial*

One gun, Open sights, Offhand, No shaders, Patched Round ball

R1 – 6 Bull (8 Ring)	25 yds	5 Shots	Score
R2 – 6 Bull (7 Ring)	50 yds	5 Shots	Score
R3 – 100 yd Target (7 Ring)	100 yds	5 Shots	Score

Aggregate S: Jim Maxon Memorial Shotgun Single or double barrel, Smoothbore, 1.5 oz. shot limit

Ties will be broken using longest/most recent string

S1 – Hunter Match	12 Shots
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Aggregate T: NC State Club Championship

Club must have 4 shooters who are verified club members

Rules in Aggregates A, B, E, and K apply

Matches T1, T2 and T3 are Offhand and, T4 must be shot with one hand, No
shaders, Patched Round ball

T1 – 100 yd Target (8 Ring)	Flintlock Smoothbore 25 yds	5 Shots	Score
T2 – 6 Bull (7 Ring)	Flintlock Rifle 50 yds	5 Shots	Score
T3 – 100 yd Target (7 Ring)	Percussion Rifle 100 yds	5 Shots	Score
T4 – 25 yd S/F Target	Kentucky Pistol 25 yds	5 Shots	Score

Aggregate U: Chunk Gun Match

Rifle, either flint or percussion ignition with fixed open sights. Shaders, anticant bars
allowed. No in line actions, sealed ignition, false muzzles or thumbhole stocks allowed.
No weight limit. Shortest string measure wins. Rifles must conform to **NMLRA rules**

and regulations #5430, #5630, #5660

U1 – Standard X-Center Target	60 yds	3 Shots	Score
U2 – Standard X-Center Target	60 yds	3 Shots	Score

Aggregate V and V-A (Junior): Tomahawk Throw***

A minimum of one full revolution is required (standing 12 ft. min. from the throwing
block). Tomahawk must be single edged and that edge may not be longer than four
inches measured along the curve of the edge

5 Throws---Standard playing card placed horizontally on the throwing block

1 point	Stick Block	Score
3 Points	Cut any portion of card (slightest nick)	Score
5 Points	Split card completely top to bottom	Score

Aggregate W and W-A (Junior): Knife Throw*** A minimum of one full revolution is required (standing 12 ft. min. from the throwing block). Knife must be traditional, usable type with at least one edge sharpened for use, back to hilt, with handle thicker than the blade, made of, or covered with natural materials. Max. width of knife blade shall not exceed 2 ½ inches

5 Throws---Standard playing card placed horizontally on the throwing block

1 point	Stick Block	Score
3 Points	Cut any portion of card (slightest nick)	Score
5 Points	Split card completely top to bottom	Score

North Carolina State Rifle Championship:

* Determined by the total scores of Aggregates A, B and R

North Carolina State Pistol Championship:

** Determined by the total scores of Aggregates G, I and J

North Carolina State Tomahawk and Knife Championship:

*** Determined by the total scores of Aggregates V and W

North Carolina State Tomahawk and Knife Junior Championship:

*** Determined by the total scores of Aggregates V-A and W-A

- 1st, 2nd, and 3rd place trophies will be awarded for aggregate winners only. No awards will be given for individual matches.
- The highest combined aggregate scores will determine the tomahawk and knife winner. Ties will be broken with a throw off. Scores will stand if competition cannot be completed due to bad weather. No practice on competition tomahawk block unless Range Officer is present.

Aggregate X: Black Powder Cartridge Championship

Rifles as used at Friendship matches. Any position allowed, bench, prone cross sticks, sitting cross sticks or offhand. If sitting cross sticks, NMLRA rules apply. #'s 5310, 5320, 5330, and 5340. ANY SIGHTS ALLOWED to include period correct scopes
One relay per match. Guns must be inspected before firing any match in this aggregate.
14 pound limit on gun.

X-1 3-Bull, 100 Yd. Target	100 Yds.	10 Shots
X-2 Hafner Standing Bear	100 Yds.	5 Shots
X-3 5-Bull Buffalo	100 Yds.	10 Shots
X-4 Hafner Running Deer	100 Yds.	5 Shots

All BPCR firearms must keep the muzzle pointed up or down range between shots.
All BPCR firearms must use the open bolt indicator to show the firearm is safe.